

Murder at Ewe Tree Hall



Mayhem at Ewe Tree Hall – Introduction to the Game

Welcome and thank you for taking part in what is sure to be an exciting and memorable party, a Murder Mystery Party! This introduction will help explain the way the game will work. If you have any questions, please ask whoever is hosting your party. The game does not have much of a set script and so relies on how much you get involved, improvise and play your character. Each character has a different personality so do not be embarrassed to act out your character, the more you do, the more fun you will have.

As you arrive, you will be given £200 in fake money for use during the game. You can get into character at this point but do not reveal anything from this character pack yet. Once everyone has arrived, the host will call everyone together and place 12 slips of folded paper in the centre of the group. One of these slips will be selected at random and on it will have “? Murders?”. The ? will be replaced by numbers which correspond to your “Secret Number” which can be found on the next page of this pack. So if the slip of paper says “5 Murders 7”, it means whoever has secret number 5 will be the murderer and whoever has secret number 7 will be the victim. Everyone else is innocent of the crime. If you are the unlucky Victim, at some point in the party the host will call out for you to die, at which point you drop down dead! Don't worry, you still get a chance to solve the murder, you just switch characters and come back as a police detective!

To start the main part of the game, the host will ask each guest to introduce themselves to the rest of the group, using your “**Character Introduction**”. You will then mingle with each other and read out your conversation starters. You should treat the conversation starters as their name suggests and use them to start a conversation with a small group of guests. You should not read them out in front of everyone at once, but everyone should hear your conversation starters at some point. It is up to guests to involve themselves in other people's conversations. Do not be afraid to eavesdrop as you may pick up on valuable information! When mingling, you should use the entire venue so that you are not all in one room when conversation starters are being given out. Remember that your characters personality should be adhered to at all times and act appropriately to whatever may happen. Some characters may not like you eavesdropping on their conversations whilst others may try to mislead you and some may ignore you completely! Above all, remember, **no murder has been committed yet**.

At the host's discretion, the victim will be instructed to drop dead. You will then be called together and informed that a murder has taken place. You will be given details of who, when, where and how. It is then your job to work out who did it and why. The guest who was playing the victim will now return as a police detective to help solve the case. To add a bit more fun to the game, everyone will also have a secret task to carry out, which is detailed later in the character packs. These tasks are not essential to solving the murder but they can and probably will confuse others and will add extra fun to the party.

After the revelation of the murder, you will mingle for a second time. Again, it is important that you use the entire venue so that you are not all in one room. This time you can ask questions of each other relating to the murder. If you are asked a question and know the answer from your own characters **secret** information, you **must** reveal it. If you know the answer from what someone else has told you, then it is your choice as to whether you want to reveal the answer or not. You need to consider your characters personality, how well you get on with the person asking the question and anything you may want from them in return. You cannot lie unless it says so in your characters personality profile, however you do not have to tell people the whole truth unless they specifically ask! You should make others work hard for the information, after all, you can guarantee that they are doing the same to you! If your character personality allows, feel free to get into arguments and start shouting with other guests during this time. Arguments are recommended as it adds more realism to the game. Remember, always stick to your personality profile and don't do anything out of character!

After a while the host will call everyone together and reveal more information surrounding the murder. They will also ask everyone to call out the name of who they think the murderer is but not to give a reason. If you wish, you can make a false accusation to throw others off the scent. You may not want to give too much away just yet! Going by your characters personality, if **you** are accused, you may get angry, happy, sad, etc. You also need to be careful as other guests may end up being very uncooperative if you accuse them of murder! After that, mingling again takes place for a while longer and more questions can be asked.

When the host feels like the game is starting to come to an end, they will call everyone together for the last time. They will hand out suspect sheets on which everyone writes who they think is the murderer and why. While these are being collected in, the host will ask everyone to stand up in turn and read out their secret task and how they got on with it. The host will then ask everyone to stand up again and make their accusations. At this point, remember to stay in character and act shocked, surprised or angry, etc. if your name is read out. The host will now reveal what conclusion the Police came to and ask the Murderer to reveal themselves! To end the game, the host will give a confession to the murderer to read out.

Mayhem at Ewe Tree Hall

The famous millionaire businessman, Rudolph Rams-Bottom, was preparing to celebrate his 80th Birthday at his luxurious country home, Ewe Tree Hall. His close family and friends were looking forward to celebrating with him but were shocked by the sudden announcement that he planned to step down as head of the family business. The whole house was alive with rumours as Rudolph promised to announce his successor by the end of the night. A few hours later and several miles away, a local detective was preparing to go home for the night when the call came through. A body had been found at the Rams-Bottoms home and it appeared to be murder! The detective was on the scene within minutes and held everyone at Ewe Tree Hall, pending the investigation. What guilty secrets were people hiding, who would resort to murder to keep those secrets hidden and most importantly, can the killer be brought to justice?

Hints & Tips

- Everything can be a potential clue, do not overlook anything and take nothing for granted.
- Not all secrets will lead to the murders identity, but some secrets can be important for blackmail purposes or exchanging with other guests.
- Everyone knows something but you need to find ways of making them talk
- Anything goes, friendship, bribery, blackmail, threats, deceit and even violence (pretend violence of course!)
- If you withhold too much information, others may not give you any of theirs either
- You may want to try teaming up with another guest to solve the murder as long as you can trust them!
- Remember that the murder is only one of the tasks for you to do, you will also have a secret task to complete
- Above all, remain in character at all times and enjoy yourself!

YOUR CHARACTER IS - RUDOLPH RAMS-BOTTOM

YOUR SECRET NUMBER IS – **10** – DO NOT REVEAL THIS TO ANYONE!!!



CHARACTER INTRODUCTION

When asked by the host, please read out your character introduction below.

Good evening and welcome everybody. I am Rudolph Rams-Bottom and you are here tonight to celebrate my 80th Birthday and my impending retirement from the business empire that I have built over the last 54 years. As you may also be aware, I shall be naming my successor later tonight. There is plenty of food and drink to go around so everyone, please enjoy yourself. Hubert and Petunia will be on hand to serve you when needed. If anyone causes any trouble, they will have myself or my wife to deal with! (*Look at Lionel when you say this*).

RUDOLPH'S SECRETS

The following is for your eyes only. It should not be shared unless asked in the Question and Answer round.

To Rudolph, image is everything and he likes to portray the image that he has a "perfect family", a slogan he once used in a successful advertising campaign. He likes to try to change people if they don't fit his image of the perfect family. He has been known to interfere in the relationships of both his children and grandchildren if their partners did not meet his expectations. He has been known to bribe, blackmail and even threaten people to leave before. When Albert and Felicity first started dating, many years ago, Rudolph tried to split them up but then Felicity fell pregnant and Rudolph forced her to marry Albert against her wishes, just to maintain the image of a perfect family.

He interfered again in his granddaughter's life. When Elizabeth was 16, she fell pregnant after a drunken one night stand. Elizabeth went to Rudolph for advice and he encouraged her to abort the baby and not to tell anyone else what had happened. She trusted him and so did what he said and had the baby terminated. He was apprehensive at first when he found out that Elizabeth was pregnant again but as she agreed to marry Walter, claiming that he was the baby's father, Rudolph did not cause her any problems.

However, since Lionel turned up last month, Rudolph is having second thoughts. Lionel has been trying to blackmail him by claiming that his adopted son Archie, is the baby's real father, not Walter. He claims that Archie and Elizabeth had a fling whilst she was backpacking in Australia last year. Although Rudolph laughed at the accusations and Lionel's lack of proof, he is deeply concerned that there may be truth in the accusations.

Rudolph does not have a lot of faith in his son, Albert, and believes him incapable of running the family business. They had a huge row earlier in the night when Albert started accusing him of losing a lot of the company's money on a risky business venture. As such, Rudolph has decided that he is going to sell off the company when he retires rather than leave it to his son. He has already been in talks with a perspective client for some time. He knows that this news will not go down well with Albert who thinks that he is guaranteed to get the top position. Although Rudolph will have all the money from the sale of the business, none will be going to his family until Rudolph dies.

Rudolph has decided to get a new lawyer to sort out the sale of his company as he has begun having problems trusting Margaret. She has begun to appear too eager to cause rifts in the family and Rudolph is considering sacking her. One such example of Margaret's behaviour is that she told Rudolph tonight that Albert has a lot of outstanding speeding fines and has recently had his car towed and crushed. Although Rudolph was grateful for the information, he knew that Margaret was just stirring trouble.

Rudolph has another son who he has disowned due to him falling in love and running away with a poor girl who lived on a council estate. Last he heard, his other son had moved to Scotland. When Rudolph feels that he or a family member had been betrayed, there are always severe consequences.

Rudolph has what some would call a very irrational fear for a man of his age. He is scared of the dark and has to sleep with a night light on, close to his bed, much to Gwendolyn's annoyance. He has never got over being scared from when he was a child, thinking that a monster might be hiding under his bed or in his wardrobe. Gwendolyn doesn't tell anyone though as she still needs to have her teddy bear with her to be able to sleep at night! This teddy bear went missing this morning and this has put Gwendolyn in a terrible mood. Rudolph is aware that Gwendolyn has been diagnosed with the early stages of dementia. The only other person besides them who knows is Petunia.

YOUR CHARACTERS PERSONALITY

The following is a guide to how your character should act on the night. Do not read this out to other guests.

- The head of the family and lets everyone know it. A very forceful man who takes no nonsense.
- Does not like Lionel or Archie but tolerates them as they are related to Felicity, his daughter in law.
- Is a bit of a bully and is constantly having a go at Albert with regards to Bertie's behaviour.
- Tells everyone what a great success he is and how no one will be able to fill his shoes

Although he is not afraid of Gwendolyn like everyone else is, he does tend to let her have her way just for an easy life. He wants everyone to know how good he is in business and tries to give everyone advice on how they could become as good as him. He talks to everyone but prefers the company of Albert, Walter and Hubert. If accused of murder, he will react quite angrily and hurl insults at his accuser.

YOUR COSTUME SUGESTIONS –

A smart suit and tie, polished black shoes. Carries a brief case which is for show rather than for use.

YOUR SECRET TASK

As well as discovering the identity of the murderer, each guest has a secret task to complete. These tasks are not compulsory and will not help lead to the identity of the murderer but they will add fun and intrigue to the game. You must not reveal your secret task to the others until the end of the night when asked to by the host. It is entirely up to you how you go about completing the task but you should work within your characters personality.

Your Secret Task for tonight is – **Make as much money as possible**

As a business man, money is everything to you. You should aim to make as much money as possible throughout the night by any means possible, e.g. blackmail, selling secrets, etc.

CONVERSATION STARTERS –

When mingling at the beginning of the night, talk to the other guests and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character and you should give everyone the chance to hear all of your statements at some point during this first round. Remember that as well as talking, you must listen. Eavesdropping is definitely permitted and you can ask people what conversations they have heard from other guests. The mingling round is about getting to know the other characters and finding out key information that you can use in later rounds.

1. I think Margaret was a great choice for the family lawyer. When I sacked the last lawyer about 10 years ago, I was looking for someone young and intelligent. Margaret fitted the bill perfectly, fresh out of law school and top of her class. What she lacked in experience she made up for in intelligence and ingenuity. I tell you, she is one of the reasons this company is as it is today. However we all have to move with the times and nothing lasts forever. What do you think of her?
2. Hubert has been a part of this family for so many years, it will be strange to think of life without him when he retires next year. My late father met Hubert when he had just qualified as a butler. He met him at a local hunting club and the two became great friends. When Hubert eventually qualified as a Butler, my father employed him at the family home and he has been with us ever since.
3. Yes that Walter is great at hunting. He tried to convince us that he had never shot anything before but I don't believe him for one moment. No one could have shot like he did on his first hunt. He bagged more pheasants than the rest of us put together. He doesn't have his own rifle yet, he has to keep borrowing Albert's but I think we may be able to arrange something for his next Birthday.
4. At one point, I was on at Albert to consider either sending Bertie away to boarding school or else disowning him as his constant bad behaviour was starting to damage our family's reputation. If we had to go to the police station once more, I think I would have taken matters into my own hands. Albert always seems to have a weak spot when it comes to disciplining his son and it is that weak spot that has held him back in business all these years. What would you have done if Bertie was your son?
5. I am beginning to get worried about my son, Albert. I don't know whether it is the pressure of being second in charge of my business but he does seem to be drinking rather a lot these days. I have often found empty spirit bottles in his bedroom. Luckily for him, he appears to be sober at work as it wouldn't matter to me if he was my son or not, if I caught him drunk at work he would be sacked at once. I have an image to uphold you know.
6. I was a bit apprehensive at first when Albert gave young Bertie the job in the accounts department of the family business. I know Bertie appears to be a new man since Archie has come on the scene but I have learnt through experience that Leopards never change their spots and it will take me a while before I fully trust Bertie. I think he is resting his hopes on Albert taking control of the business when I retire, but we shall see about that soon enough!
7. Gwendolyn was so angry this morning as someone has hidden one of her very valuable possessions. I cannot tell you what it is otherwise she would kill me! I hope whoever took it returns it before tonight otherwise she will keep me up all night with her incessant moaning!

QUESTION AND ANSWER ROUND

After being told of the murder by the host, you will mingle again. It is now up to you to approach the other guests who you suspect may know something and try to coax the information from them. Remember to stick to your characters personality at all times. As a strict and cold hearted business man, you should not spare anyone's feelings to when trying to get information out of them. You have no issues with stepping on people to get what you want. It doesn't take a lot to get you angry especially if someone in your family betrays you. All guests **must** reveal any information that appears in their characters "secrets" paragraph, but it is their choice as to whether they reveal any other information that they have discovered during their own investigations. If you suspect that someone knows something and is not telling, you can try and bribe them with money or an exchange of information. You are also more than capable of blackmail and threats, e.g. disowning them, cutting them off from the family money or sacking them if they are employees. If someone asks you a question and you are forced to answer, you can similarly bribe or blackmail them to keep the answer secret from other guests. So if Petunia asks you if Lionel is blackmailing you, you must tell her the truth but then you may try bribing her so that she doesn't tell your secret to anyone else. Remember that not everyone can be trusted though! If you are asked a question that does not appear in your characters "secrets" paragraph, you are free to make up any response you like, as long as it does not contradict any of your other statements. During this round, remember who your friends are as you will want to help them but hinder those who have been unkind to you! The only question you are allowed to lie to will be – *Are you the murderer*. If you are asked where you were during the night, you can say that you were downstairs for most of the night except for a quick meeting with Albert in your study at about 11pm. You also saw Elizabeth in the basement at about 11.45pm when you were getting some wine.

RAMSBOTTOM FAMILY TREE

Gwendolyn Rams-Bottom

Rudolph Rams-Bottom

Married

Son

Albert Rams-Bottom

Sister / Brother

Felicity Rams-Bottom

Lionel Bishop

Married

Son

Archie Bishop

Son

Daughter

Bertie Rams-Bottom

Brother / Sister

Elizabeth Rams-Bottom

Walter Bewter-Smith

Engaged

Baby Bewter-Smith

Petunia (the family nurse)

Hubert (the Butler)

Margaret Vash (the family lawyer)